

Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

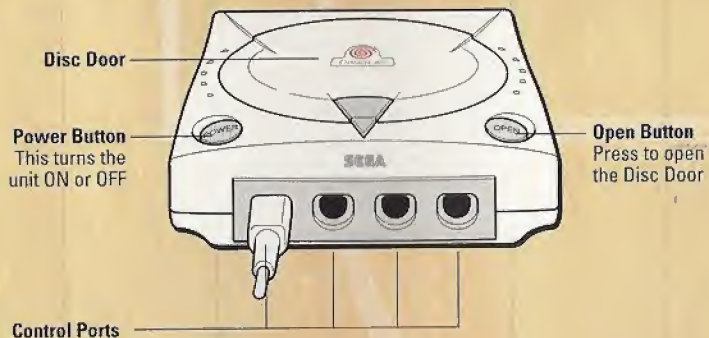
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

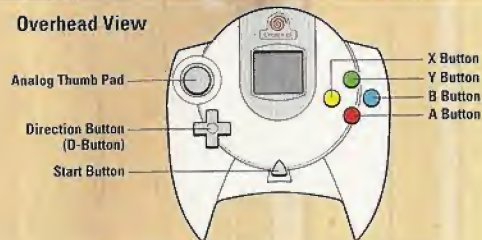
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SEGA DREAMCAST HARDWARE UNIT



Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4.

Overhead View



Forward View



NBA Showtime is a 4-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** Buttons.

This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

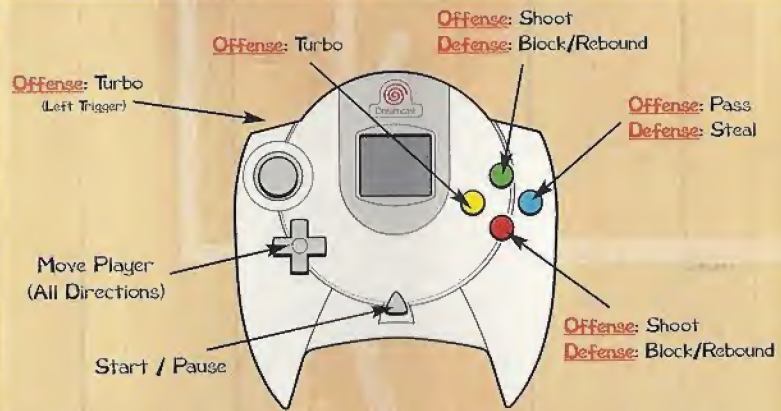
* Purchase additional controllers (sold separately) to play with two or more people.

** The game controls are all set to their initial settings. To change the control settings, see "Initial Game Controls", next page.

Note

Operation with incompatible controllers is not guaranteed.

INITIAL GAME CONTROLS



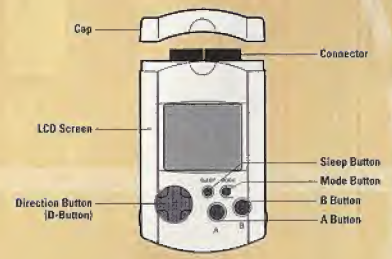
MENU SELECTION

- ◆ Press the **Directional button Up, Down, Left or Right** to highlight options.
- ◆ Press the **A button** to select options.
- ◆ Press the **Start button** to pause the game and display the Quit Menu.

Note
 Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

VISUAL MEMORY UNIT

VISUAL MEMORY UNIT (VMU)



Use this device to Load or Save Configuration Data and options settings to your Memory card. After selecting a Load or Save option, press the **A button** to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the Memory card until the next time you play *NBA Showtime*. The Memory card will automatically load any saved data when powering up the console, as long as you have a Memory card inserted in your Sega Dreamcast.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, **2** blocks are required to save the game information and **17** blocks are required to save the options settings. The options settings will be automatically saved when the options menu is exited.

*** IMPORTANT WARNING ***
 While saving a game file, never turn **OFF** the Sega Dreamcast power; remove the Memory Card or disconnect the controller.



START/OPTIONS

At the Demo or Title Screen, press the **START** Button to view a menu with three options. Press your **Directional** button **Up** or **Down**, then press the **A** Button to select an option.

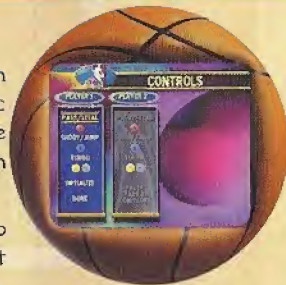
Select **Start Game** to view the Main Menu, **Controller Configuration** (next page) to modify your controller or **Game Settings** (next page) to make changes to the game's default settings.

When you select **Start Game**, you'll view the Main Menu. See the next page for details on this option.

CONTROLLER CONFIGURATION

Press your **Directional** button **Up** or **Down**, then press the button you'd like to use for a specific function. If you have two buttons for the same function, press the button you'd like to remove in order to remove it.

Repeat this process to make more changes to your configuration. To start from scratch, select **Initialize** to return to the original configuration. When you've finished, select **Done**.



GAME SETTINGS

Press your **Directional** button **Up** or **Down**, then press **Left** or **Right** to adjust **Crowd Volume**, **Announcer Volume**, **Music Volume**, the amount of minutes you'd like for each **Quarter** or **Difficulty**.

As you make adjustments, the changing setting will appear to the right of the option. Press the **A** button to accept the changes and exit the menu.



At the Title Screen, press the **Directional button Left** or **Right** to highlight an option, then press the **A Button** to select one of the three options:

ENTER INITIALS

This option first takes you to the Enter Name Screen. Up to 4 players can enter initials and pin numbers. This process allows the game to accumulate your personal stats each time you enter your name and pin number prior to each game.

If you've created a player character, enter the name you chose when you created your player (see **Create Player**, pgs. 10-14). The game will make that character available at the Select Team Screen (see **Selecting Your Team**, pg. 15).

To enter your name:

- 1 Press your **Directional button Up, Down, Left** or **Right** to highlight characters, then press the **A Button** to select. Repeat step 1 to enter the characters you want. Select the blank box (space) to separate letters or **BCK** (delete) to fix mistakes.



- 2 Select **END** to enter the name, and go to the Enter Pin option.
- 3 Repeat the above process to select a personal pin number for your name. If you've entered a created player's name at the Enter Name Screen, enter the pin number you chose for that player. His or her name will appear at the Select Team Screen (see **Selecting Your Team**, pg. 15).

SELECT TEAM

Select this option to go directly to the Select Team Screen. You can select the team you want, then get right on the court quick and easy (see **Selecting Your Team**, pg. 15).



This **One Player** option lets you create your own character, and take on the NBA's best players. You can also modify a previously created player. Prior to any game you play, you can enter your created player's name and pin number. The new character will then be available at the **Select Team Screen** (see **Selecting Your Team**, pg. 15). Press your **Directional button Up** or **Down** to highlight options, then press the **A Button** to select. The following options are available to create your player:

ENTER NAME/PIN

Your newly created player will need a name and personal pin number. Follow these steps:

- 1 Press your **Directional button Up, Down, Left** or **Right** to highlight characters, then press the **A Button** to select.
- 2 Repeat step 1 until up to six characters have been entered. Select the blank box to separate letters or **BCK** (delete) to fix mistakes.

3 Select **END** to accept. You'll go to the **Enter Pin** option.

4 Repeat steps 1 and 2 in the above process to select a personal pin number for character. When you've finished, the game will tell you whether your character has or doesn't have a record.

VIEW STATS

If you have a new character to create, you won't have any accumulated stats to view in this option. If you have created a character, you can enter the name and pin number to view accumulated statistics. Press any button to cycle through the stats.

HEAD

Press your **Directional button Left** or **Right** to view the available heads for your new character. When you've finished, press the **A Button** to exit and move on to the next option.

NUMBER

Press the **A Button** to access the **Number** window. Press your **Directional button Up, Down, Left** or **Right** to highlight a number, then press the **A Button** to select it. You can select a single or double digit number for your player. If you select a single digit number, you'll have to select **END** to exit the menu. Otherwise, you'll exit the menu after the second selected digit.

Note

Custom uniform colors cannot be changed.

ATTRIBUTES

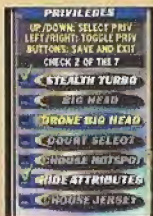
Press your **Directional button Up** or **Down** to highlight the attribute you want to modify. Press **Directional button Left** or **Right** to increase or reduce the amount of skill points for a particular attribute. Your total points available are displayed above the attributes. When you make changes, these points increase or diminish. To make points available for an attribute you want to increase, you must reduce points in other attributes and transfer them.



As you make changes, your attributes will change in the window below your player's likeness. When you've finished, press any button to exit the option.

PRIVILEGES

You can select 2 of the 7 available privileges for your new player. Press your **Directional button Up** or **Down** to highlight the privilege you want to select. Press **Directional button Left** or **Right** to select it or access a sub-menu. Here are your choices:

**Stealth Turbo**

Select this option to remove the turbo gauge from the top of the screen as you play a game. Also, your player's shoes will not change color. Your opponent won't have the advantage of knowing how much turbo you have remaining or when you use it.

Big Head

This option places a large head on your character:

Drone Big Head

You can place a large head on your drone with this option.

Court Select

Choose your favorite court.

Choose Hotspot

Pick the spot on the court where you'd like your player's Hotspot to be. When you take a shot from your hotspot, it's nothing but net!

Hide Attributes

If you choose this option, your opponent won't be able to see your distribution of attribute points at the **Select Team Screen** (see **Selecting Your Team**, pg. 15).

Choose Jersey

Press your **Directional button Up** or **Down** to highlight the team whose jersey you want your created player to wear.

NICKNAME

Press your **Directional button Up** or **Down** to highlight the nickname you want to give your player. Press your **Directional button Left** or **Right** to preview the name.

EDIT NAME

Change your player's name using this option (see **Enter/Name Pin**, pg. 11).

SAVE/EXIT

Save your modifications. Select **YES** to confirm and exit or **NO** to return to the Create Player options.

SAVING CREATED PLAYERS

NBA Showtime will only save created players if a VMU is inserted into your controllers. Otherwise, data will be lost when you reset or power down.



The **Select Team Screen** displays NBA teams available in the game. Press your **Directional button Up** or **Down** to move the team you want over the blue center icon in the selection window. Press the **A Button** to select a team and view the available players for that team.

Each player can press the **Directional button Left** or **Right** to cycle through the available players for the team chosen. Press the **A Button** to select a player. If you're playing a one player game, you'll have to select a 2nd player for your team.

As you cycle through the squads, their player attributes appear in the window below their faces. When you find the players you want, press the **A Button** to select them and go to the **MatchUp Screen**.



Special Codes

The **Matchup Screen** displays the names and logos of the two competing teams. At the bottom portion of the screen, there are two areas to enter special codes just like the arcade game. You can enter codes by pressing the **Turbo Button** (first digit), **Shoot Button** (second digit) or the **Pass Button** (third digit).

To input more than one code, follow the procedure above as quickly as possible. The code you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one.

Tip: Do this procedure quickly, or you'll run out of time.

These codes can be found in magazines, strategy guides, the internet or with a little experimentation on your part!

Are you ready to do some high flyin' slammin' and jammin'? Let's get you familiar with the game screen before you start. Here are some things you'll need to know:

Turbo Meter



Jump Ball Meters

JUMP BALL METER

At the start of the game, your player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle.

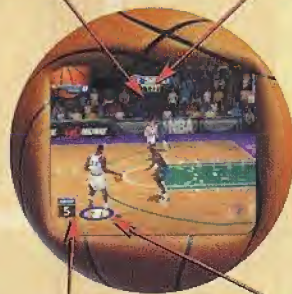
To have a better chance to win the jump, quickly tap on your **Turbo** and **Jump** Button to boost the power and height of your jump.

TURBO METER

The top of the screen displays a colored **Turbo Meter** under the names of the four players on the court. As you use your turbo, the **Blue** (Player 1), **Green** (Player 2), **Red** (Player 3) or **Yellow Bar** (Player 4) diminishes until it's gone. It recharges automatically when you aren't using it.

Time Remaining

Scoreboard



Shot Clock

Possession Circle

SCOREBOARD

At the top of the screen, the Scoreboard displays the score of the game, the Quarter and the Time remaining. When the clock is under one minute, it's displayed on-screen until time expires.

SHOT CLOCK

When your team gain possession of the ball, you have **24** seconds to release the ball from your hands toward the hoop. When the shot clock counts down to **10** seconds, it will appear in the lower portion of the screen to let you know. If you don't shoot in time, the words "SHOT CLOCK VIOLATION" will appear, and possession of the ball will be given to the other team.

POSSESSION CIRCLES

Below each player's feet is a colored circle containing a **1, 2, 3** or **4**. The number lets players **1** through **4** know what player they are controlling on the court. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of your player.

This is the fun stuff. To learn the cool moves in **NBA Showtime**, read through the following information:

DRIBBLING

The computer takes care of your player's basic dribbling, but you can put some moves into the dribbles to keep from getting the ball stolen. While dribbling, quickly tap the **Turbo Button** twice to do a spin move around a player.

SHOOTING

In **NBA Showtime**, there's more to shooting than just pressing the **Shoot Button**. There's a good chance that another player will be in-your-face every time you attempt a shot. If a player jumps to block your shot just as you press the **Shoot Button**, you can hold the button down to delay the release of your shot.

To get a little more height and energy into your shot, try pressing the **Turbo** and **Shoot Button** at the same time. Your best chance to nail your jumper occurs when you release the ball at the peak of your jump.

Also, to shoot around your opponent try pressing the **Directional** button in all directions. Your player will do a fade away, a lean-in shot, or a left/right leaning shot depending on which way you hold the **Directional** button.

PASSING

This isn't always such an easy skill. Make sure your man is open when you pass, and don't be a ball hog. It's much harder to take the ball away from two players working as a team.

You can press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape opponents in-your-face at the hoop. **Skilled Point Guards** pass more creatively than big men or forwards.



REBOUNDING

Don't always assume the ball is going down. Time your jumps at the net, so you can bring it down. Press your **Shoot Button** and the **Turbo Button** together to get high in the air. When you get the rebound, your teammate should be running down the floor toward your net. Pass it deep.

Offensive rebounds are a must. Follow your shot to the net to rebound a possible miss, then try pressing the **Shoot Button** while you're in the air. It's a pretty sweet move.

ON FIRE!

A player who sinks three hoops in a row becomes **On Fire**. The ball will smoke when he gains possession and gains **Unlimited Turbo**. When he shoots the ball, he has a much greater chance of making any shot he throws. Take full advantage of a teammate who's **On Fire**. It's no time to be a ball hog. To extinguish a player who is **On Fire**, the opposing team needs to make just one basket.

When a team of players do three **Alley Oops** or **Double Dunks** in a row (without the other team making a basket), you achieve **Team Fire**. At this point, both players are on fire with **Unlimited Turbo**. Remember, **Fire** and **Team Fire** eventually shuts off after 5 shots are made.

Take your opponents to town and start a run. To stop **Team Fire**, the opposing team must complete an **Alley Oop** or **Double Dunk**. If a player or team is **On Fire** at the end of a quarter, they will still be **On Fire** to start the next quarter.

HARD CONTACT

Here's a move that will help you start a run. Press the **Turbo** and **Pass Button** to knock your opponent on his butt. The ball may or may not come loose, but it's a good opportunity to create a turnover:

SPIN MOVE

As you dribble, quickly tap the **Turbo Button** twice.

**THE ALLEY OOP!**

Yes, the most exciting part of the game! Dazzle your friends with this one. As you go hard toward your net, watch for your teammate flying toward the net.

When he jumps high and flashes in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home! Press **Turbo** and the **Shoot Button** together to go up yourself.

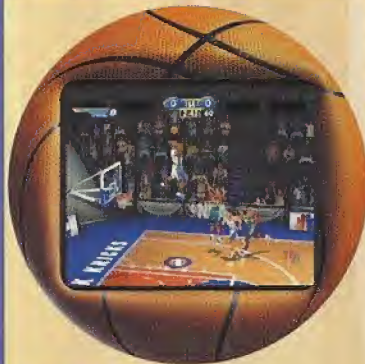
THE DOUBLE DUNK

Oh...wait...this is the most exciting part of the game! Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the **Pass Button** to dish off to his flashing teammate behind him. Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot Button** to jump high toward the net, behind the teammate carrying the ball.

HEAD FAKE

With your feet planted, quickly tap the **Shoot Button** to execute this move. A well executed head fake may cause your opponent to mis-time his block attempt.





BLOCKING SHOTS

This is one of the keys to a great defensive game. Try to time a player's shot attempt, then step in front of him and press the **Shoot Button**. If he's way up there, press your **Shoot Button** and the **Turbo Button** to greet him above the rim.

CLEARING OUT

If for some reason you hold up and have to pass the ball or shoot, quickly tap the **Turbo Button** to grasp the ball hard and throw elbows from side-to-side. This will make it more difficult for your opponent to steal the ball.

TIP

A player's attributes will tell you what skill he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out, and a dunker will do higher, more exciting dunks. Remember this when you select a player (see **Selecting Your Team**, pg. 15).



At half time, you have the opportunity to substitute one or both players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game.

At the Substitution Screen, press your **Directional button Left** or **Right** to cycle through the available players, then press the **A Button** to return to the floor:

COACHING TIPS



After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter:

21 HALFTIME STATS 25

TEAM 1				TEAM 2			
NAME	PTS	REB	AST	NAME	PTS	REB	AST
ALLEN, D	12	5	3	SMITH, J	18	7	2
SMITH, J	22	8	4	SMITH, J	22	9	5
SMITH, J	10	3	1	SMITH, J	10	4	2
SMITH, J	15	6	2	SMITH, J	15	5	3
SMITH, J	8	2	1	SMITH, J	8	3	1
SMITH, J	3	1	0	SMITH, J	3	2	0
SMITH, J	1	0	0	SMITH, J	1	1	0
SMITH, J	0	0	0	SMITH, J	0	0	0
SMITH, J	0	0	0	SMITH, J	0	0	0
SMITH, J	0	0	0	SMITH, J	0	0	0

At Halftime, the Halftime Stats Screen will appear with current game stats for all four players in the game. If a player is On Fire at the end of a half, his stat window will have fire on its border:

At the end of the game, the End Game Stats Screen will appear: Like the Halftime Stats Screen, the Player of the Game will flash.

Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of point totals for each quarter:



During a game, press Start to display the Pause Options Screen. Press the Directional button Up or Down to highlight an option, press the A Button to select one of these options:

ABORT GAME

Quit the game in progress and return to the Main Menu.

VOLUME

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ESRB RATING

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SEGA

